# Odin von Doom

307A – 730 St. Clarens Avenue, Toronto
647-459-9094 | Devinodin@gmail.com

# Personal Projects

## Man Overboard

[In production]

- A multi-leveled 3-star-win game, employing strategy, action, some dark humour, and not enough lifejackets for everyone!

**Team size:** 2
**Tech used:** Unity, VS, C#, Gimp, InkScape, DragonBones Pro, Azure DevOps, SourceTree

## Tornadoom

http://grads.humbergameprogrammers.ca/odin/?pg=Games

- Capstone project at Humber College
- Built engine independently using WebGL
- You are a cow-chuckin' tornado, putting an end to an alien cow-abduction.

**Team size:** 1
**Tech used:** WebGL, JavaScript, VS Code, Blender, Gimp, HTML, CSS, PHP, FileZilla, GitHub(Desktop), XAMPP

## Flip'n Tables

https://play.google.com/store/apps/details?id=com.GVD.FlipnTables

- Just a quickly made infinite-runner to test the android and ios publishing processes.
- Promo reel here: https://youtu.be/qZxfv07rqfM
- Android version Includes achievements and leaderboards

**Team size:** 3
**Tech used:** Unity, C#, Gimp, Piskel, GitHub(Desktop), Google Play Services

## Debatabase

https://debatabase.herokuapp.com

- Personal project I built to learn Node.js and MongoDB
- It's a social, debate-facilitation tool:
  - Wide range of permission options
  - Smooth transitions/animations
  - Social tools – follow, unfollow, block, bookmark, messaging etc.
  - Wide range of search tools:
    - Search users to connect with
    - Search debates by text or tags
    - The most popular debates are readily listed
  - Multiple debate map/overview options
  - Download debates as pdf

**Team size:** 1
**Tech used:** Node.js, VS Code, JavaScript, MongoDB, Robo 3T, HTML, CSS, FileZilla, GitHub(Desktop), XAMPP, Heroku

# Odin von Doom

307A – 730 St. Clarens Avenue, Toronto
647-459-9094 | Devinodin@gmail.com

# Education

SEPT '12 – MAY '15
### Game Programming / Humber College
I graduated from this 3-year program with honours, and seized every opportunity to elevate my peers by way of: tutoring, note-taking for students with disabilities, volunteering for orientation programs, delivering campus tours, onboarding newly enrolled students, etc.

**Team size:** ~
**Tech used:** C#, C++, Java, SQL, Swift, AS3, OpenGL, OGRE, WebGL, HTML, CSS, JavaScript, Python, PHP, Android Studio, Visual Studio, Flash, Blender, Gimp, Photoshop, TortoiseSVN, and surely much more...

# Professional Experience

JULY '19 – PRESENT
### Game Programmer / Creative Game Technologies
I use Unity 3D (remote repo is run through Azure DevOps) to build & maintain a collection of games, that is ultimately bundled into a single project/product for our customers.

**Team size:** 6+
**Tech used:** Unity, C#, Gimp, MS SQL Server Pro, TFS, Azure DevOps

OCT '15 – JULY '16
### Accessibility Assistant / Ministry of Environment
While converting PDF files to AODA compliant HTML files, I optimized my team's workflow by building and maintaining tools to track and record our progress.

**Team size:** 5+
**Tech used:** Dreamweaver, Google Sheets

MAY '13 – AUG '13
### Web Developer / Axon Digital Arts
Early in my education, I worked with a professor to build and style three new websites for the University of Toronto's postgraduate medical department, and use Adobe Flash and AS3 to repair a malfunctioning/outdated site for the same department.

**Team size:** 5
**Tech used:** Dreamweaver, Illustrator, Flash, AS3